



Is Google Glass interfering with the turn-taking system?

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Google Glass is an object that allows the user to see all kinds of images projected in front of him: e.g. maps, Google search, mail, etc. It is a smartphone for your face.

No one has yet looked at Google Glass as an object in interaction. Thus, this research is beyond-state-of-art. There have been conducted research on the technological properties and potentials of the object and from a broader perspective there exists interactional research on similar products as for instance the use of smartphones (e.g. Lukowicz, Pentland, & Ferscha, 2012; Ictech II, 2014).

However, Google Glass raises many new questions regarding talk-in-interaction. For instance: To use the voice control of the Glass the user must talk. The speech is directed to the glasses, but uttered in social space where everyone can hear it. Speech usually makes demands on others' attention. A participant can also just use the touchpad on the side of the frame, and swipe through information, mail, news, etc. A

person who is actively engaged in watching something on his screen is (maybe) only partially present in the conversation. The Google Glass object may make the user unknowble about the social context in which he is situated. On the other hand, the information obtained from the glasses can be made active and thus maybe enrich interaction beyond the social context, consequently making the object knowable on a new level. These properties of the object-in-interaction raises basic questions regarding the turn taking system, for instance orientation, accounts, repair and embodiment.

On the basis of video recordings of “natural” occurring social interaction where participants use Google Glass in mundane and institutional settings, the paper draws on a conversation analytic multimodal analysis in order to explore what kind of new conversational practices Google Glass entails.

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